

### **Keyboard, Tower of Hanoi and Block Puzzler**

**VZ 200 For ages 5-8**

The three programs evaluated below were trialled with children in Years 2/3 and Years 5/6, using an unexpanded VZ-200 microcomputer.

#### **Keyboard**

This program introduces keyboard manipulation to child and adult alike, through a game situation. The monitor displays a key and the pupil must press the corresponding key upon his keyboard within an allotted time limit. At the conclusion of each game a score out of twenty is registered. There are six skill levels with the time allowed for each response diminishing at each increased skill level.

**Cassette \$8.00**

*VsoftwareZ*

#### **Tower Of Hanoi**

The aim of the program is to shift a group of disks from one pile to another. The shifted disks must then be rearranged in order from smallest to largest in their new location. Arrow keys control all movements.

The player has a choice of three skill levels : 3 disks, 5 disks

and 7 disks which need to be reassembled within a minimum number of moves. As well as the challenge of solving the problem within a minimum number of moves, a timer makes the game a race against the clock.

The documentation and on-screen instructions are both clear and concise.

**Cassette \$8.00**

*VsoftwareZ*

#### **Block Puzzler**

This is another logic and mathematical problem solving program. The aim of this game is to rearrange a set of randomly dispersed letters into a matching sequence. This sequence has to be arranged alphabetically. The program only allows children to complete the task within a minimum number of moves or within 10 minutes duration.

*Block Puzzler* is supposed to suit Years 4-7, however I would recommend its use only with mathematically gifted children in the lower primary / infants level. It would be more suitable for use with children in the upper primary and early secondary school years.

Reviewer *Rhys McGregor*

**Cassette \$10.00**

*VsoftwareZ*

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